GAME PAK INSTRUCTIONS

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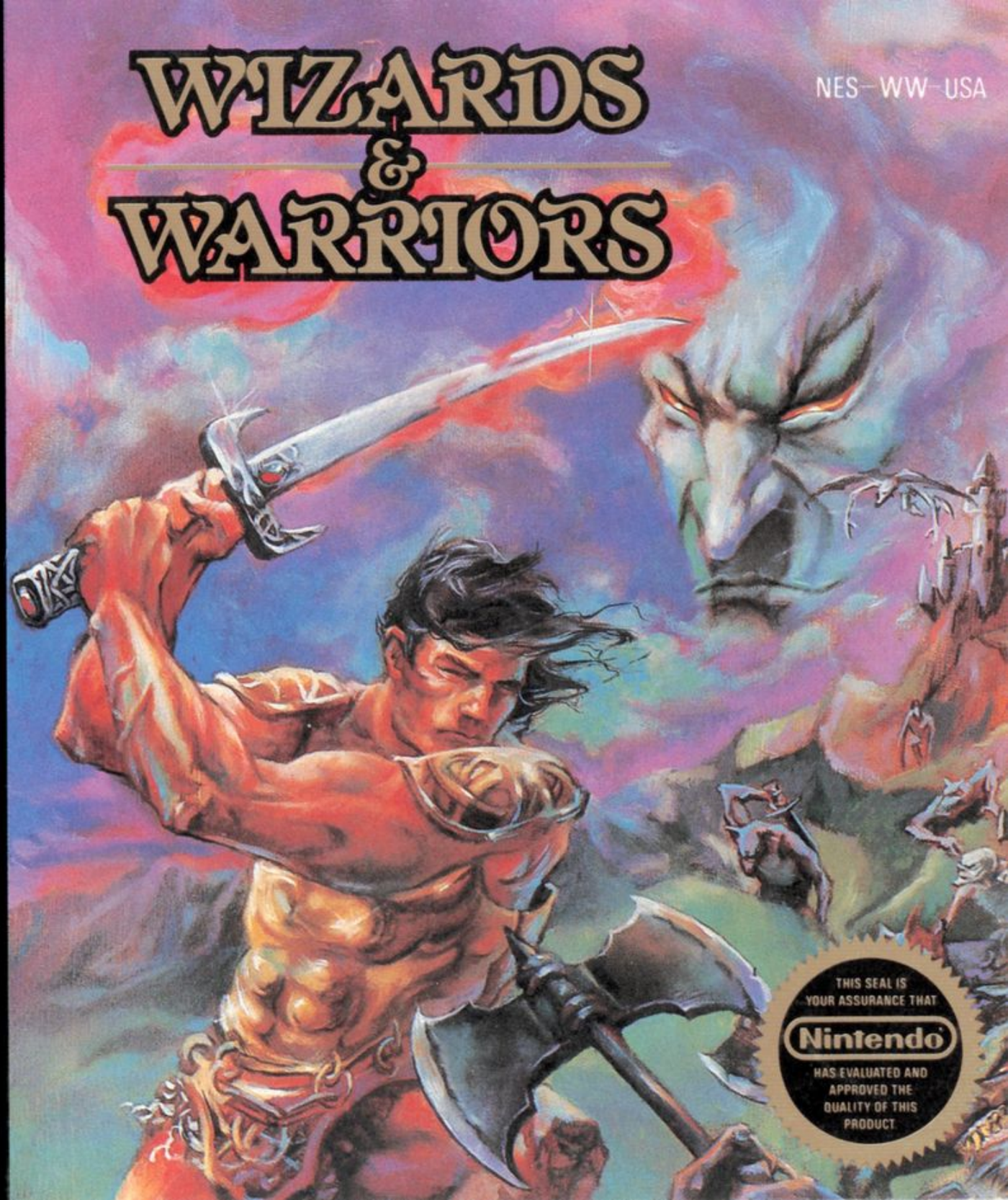
Nintendo ENTERTAINMENT SYSTEM®

WIZARDS & WARRIORS

NES-WW-USA



THIS SEAL IS YOUR ASSURANCE THAT Nintendo HAS EVALUATED AND APPROVED THE QUALITY OF THIS PRODUCT

She's sleeping now, the princess. But who knows *what* he has planned for her once she awakens...

He is Wizard Malkil.

Legend has it that Malkil was once one of the greatest. So great, in fact, that even the renowned Merlin was his pupil. But alas, Malkil has gone mad with age. And turned his powerful magic to the dark side.

You are Kuros, the only knight warrior brave enough to enter the woods of Elrond. Strong enough to wield the Brightsword. powerful enough to ward off the demons, the undead and the caverns of fire. And clever enough to discover where Malkil has hidden his prisoner.

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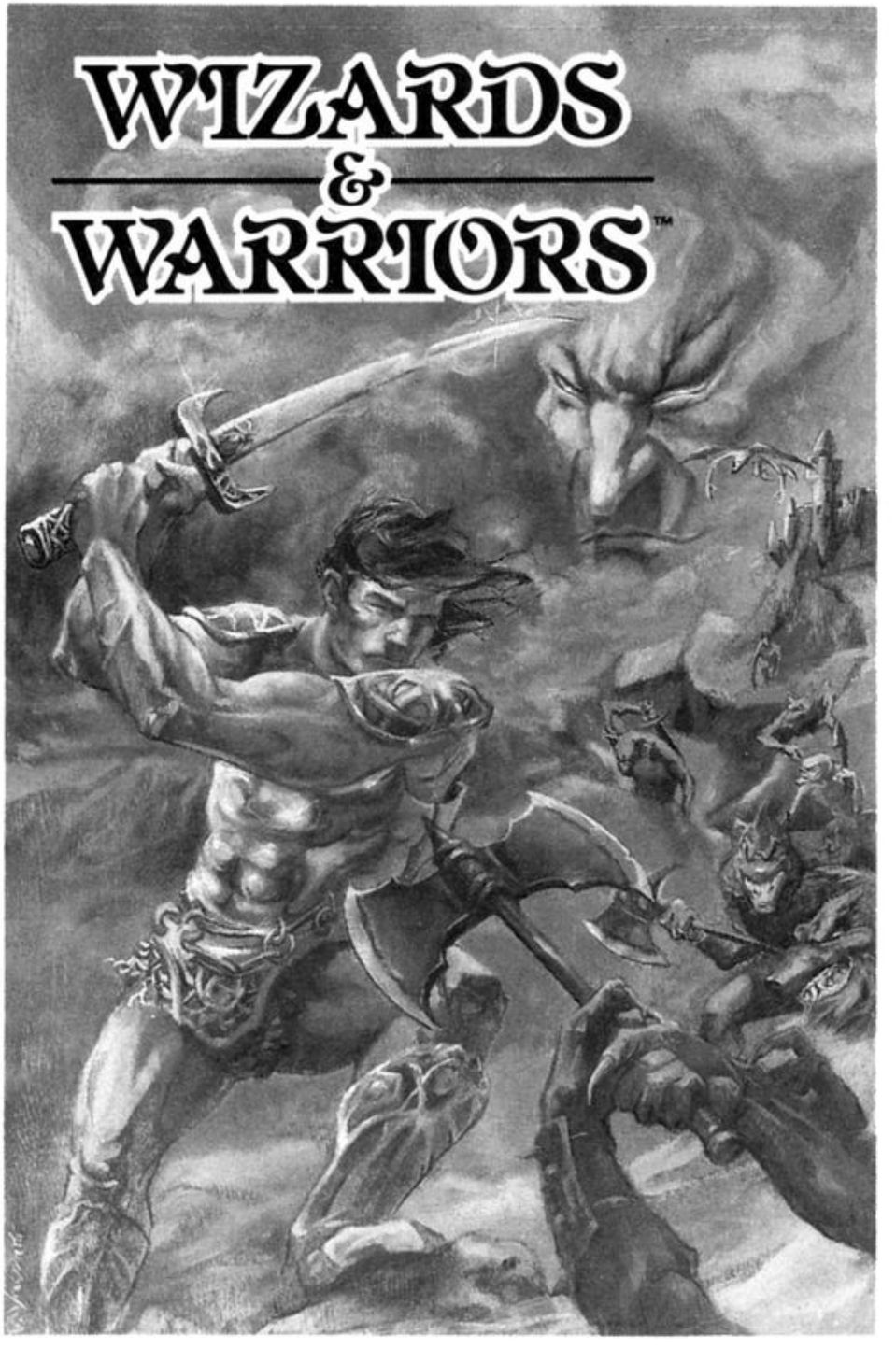


PREPARING FOR YOUR QUEST

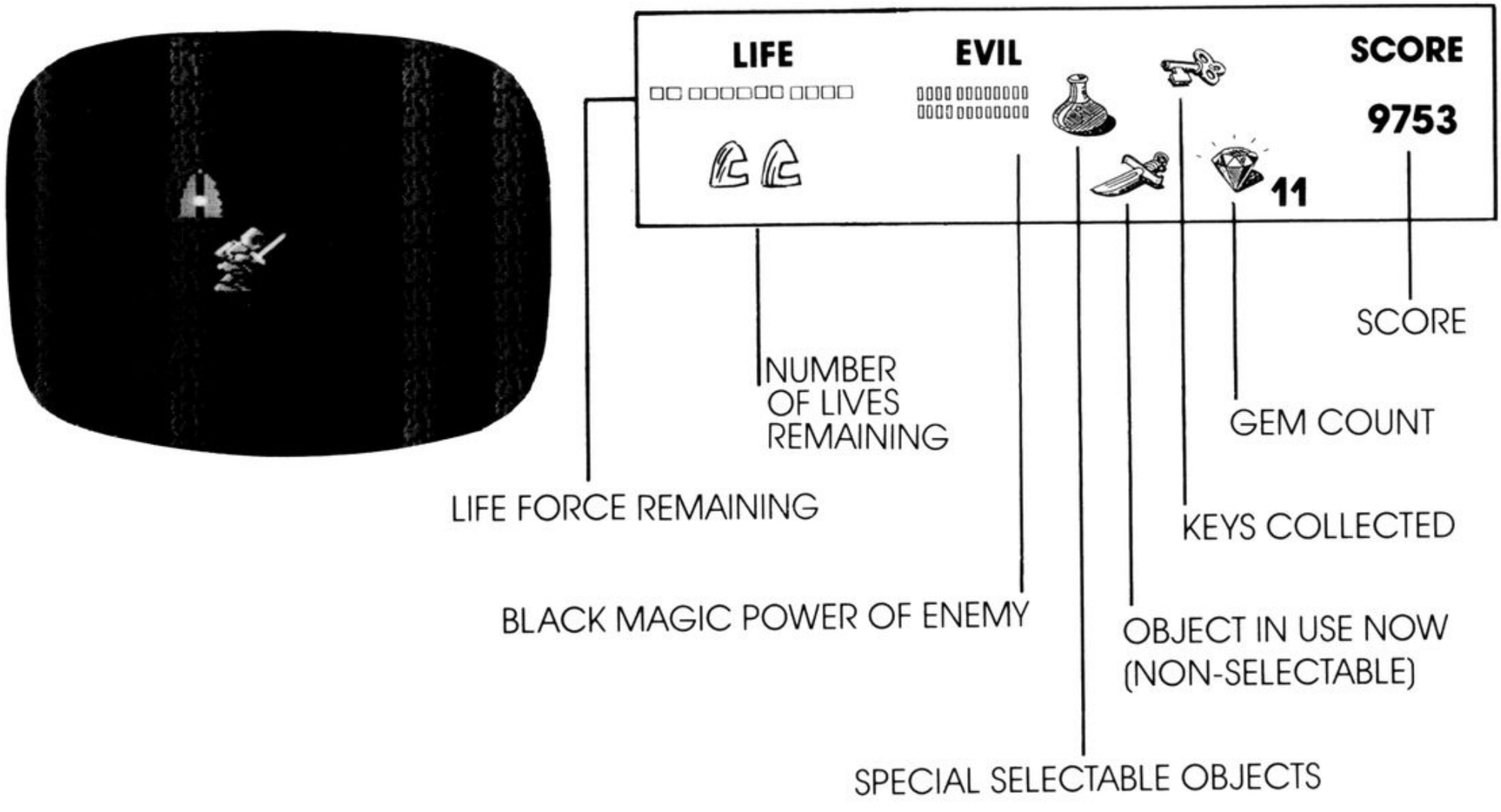
1. Make sure the power switch is OFF.
2. Insert the Wizards & Warriors™ cartridge as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.
3. Turn the power switch ON.

TO START: Push the START BUTTON on Player 1's controller.

THE SCREEN BEFORE YOU

Once you press the START BUTTON, you will first see a screen showing a map of the Kingdom of Elrond. Study it quickly. For it will only be upon the screen for a few seconds.

Then the screen will change to the playing area. The scene you have entered (in the beginning, the forest scene) will occupy most of the screen. Yet across the bottom, you will always see the following information:



THE JOURNEY OF KUROS

Kuros is bound for the Castle IronSpire, deep in the dark, tangled woods of Elrond.

It is here in the castle that the evil Malkil has imprisoned the princess. But Malkil's powers reach beyond the castle walls. Far beyond them.

Creatures of the woods, caves, underground passageways and secret tunnels have all fallen under Malkil's treacherous spell. Which means they are all destined to try and stop anyone who tries to get anywhere near the princess.

But Kuros is famous for fighting evil. His thrice-blessed weapon, Brightsword, is a legend of its own. So fighting irksome insects, menacing monsters or even ghoulish otherworld characters should prove to be second nature. That is, until the enemy is empowered by Malkil's relentless Black Magic.

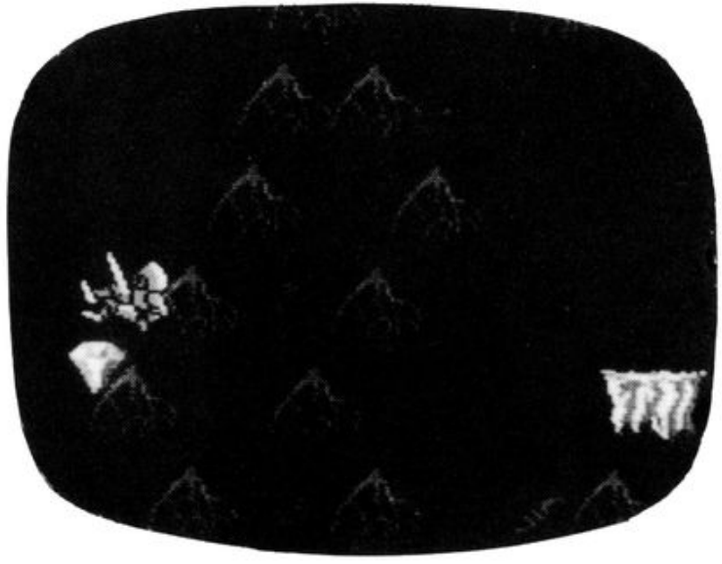
In addition to fending off enemies, there are many other factors to be concerned with. Like finding and collecting the right items and weapons. And using them in the right places and against the right enemies.

You'll start out in the forest — and you'll quickly see that things aren't exactly what they seem. You'll have to figure out how to get

inside the trees. To find what you'll need to get *on top* of them.

There will be secret caves to explore — caves filled with valuable and useful items. There will even be hidden rooms filled with lavish riches. But you'll have to use your head to locate them.

You'll have to maneuver through a series of tunnels. The tunnels are laden with diamonds. But they're also laden with tangled roots that seem to have a force all their own.



Beyond the tunnels are the caves. Some caves are freezing ice caves — as beautiful as they are eerie. Others are scalding hot lava caves — complete with lava bubbles and shooting columns of fire.

The early caves are riddled with valuable items of White Magic. So make sure to collect all the right gems, weapons and items before you leave.

Beyond the *second* forest, is the Castle IronSpire. And in order to go *into it,* you must first go *over it.*

Inside the castle are a series of mazes, each more complicated than the next. Use your keys — and your magic — to slip from room to room. And don't be surprised if you

find *other* captured maidens beside the princess herself.

And what awaits you beyond these mazes? Aha! Wouldn't you love to know...

And someday — maybe someday soon — you will.

TRAVELING THROUGH THE KINGDOM OF ELROND

The kingdom of Elrond is riddled with obstacles — both alive, unalive and even *undead*. Getting through it all will require a bit of physical prowess — and a great deal of cunning.

You must learn to *use* everything in your path to help you along the way. In fact, even enemies can often be of assistance if you know how to use them.

You must also learn when and where to use special objects and weapons to their fullest advantage. Some of these items can be carried with you at all times. Others will be replaced by any new items you pick up. You'll quickly come to know which is which.

In addition to collecting magic and weapons, you will also collect gems, coins and other valuables

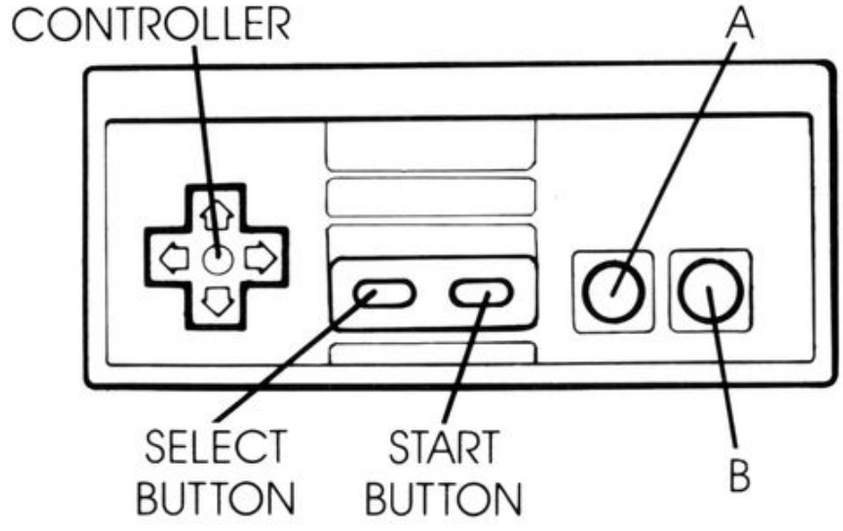
along the way. In fact, collect as many of these as you possibly can. Because you'll need them to bribe certain enemies you'll most certainly encounter. If you don't have enough gems, these greedy creatures will never let you pass.

When you lose your life, you will be able to hold on to the items, weapons and valuables you have collected if you press *any* button on your controller within 5 seconds after your energy runs out. You will then start at the beginning of the last level you were in — with your possessions all intact.

So gather your wits, your strength and your magic. Then study the following controller movements and you'll soon learn the ways of the Kingdom of Elrond.

THE CONTROLLER

The illustration shows you your control points. Throughout this instruction book we will refer to these controls by the names indicated here.



TO MOVE RIGHT OR LEFT — Press the CONTROLLER RIGHT or LEFT.

TO CROUCH — Press the CONTROLLER DOWN.

TO JUMP — Press BUTTON A.

FOR A DIAGONAL JUMP — Press BUTTON A while simultaneously pressing the CONTROLLER in the desired diagonal direction.

TO WIELD SWORD OR TO USE OTHER WEAPONS — Press BUTTON B.
NOTE: The weapon you are using will be shown in the bar at the bottom of the screen. (See ***The Screen,*** *page 4).*

TO USE MAGIC OR OTHER ITEMS — Press the SELECT BUTTON.
NOTE: To use magic, you must be in possession of it.

TO LEVITATE — Press the CONTROLLER UP.
HINT: To levitate, you must possess the right item.

TO PAUSE — Press the START BUTTON.

TO CONTINUE FROM LAST LEVEL YOU WERE IN WITH ALL YOUR POSSESSIONS INTACT — Press ANY BUTTON within 5 seconds.

TO RESTART — Press the START BUTTON again.

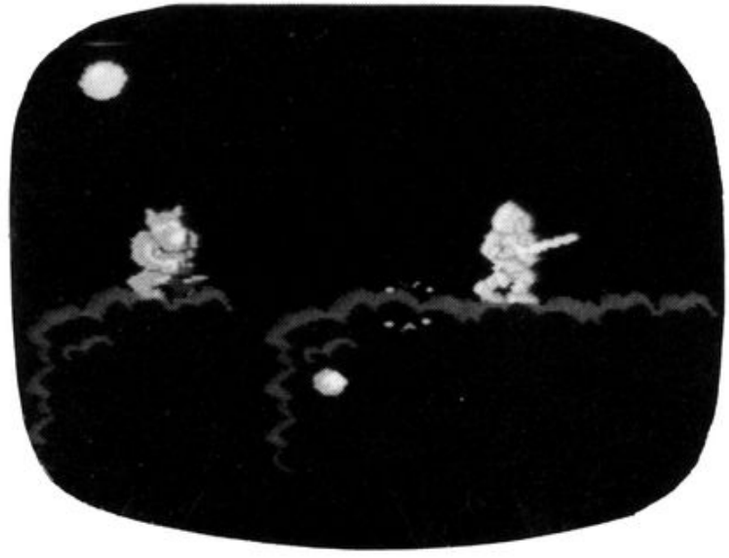
THE WIZARD'S BLACK MAGIC

Does it seem as if every creature, big and small, is working for Malkil? Maybe that's because they are!

He's a very powerful magician. Plus, he has summoned some very grotesque creatures to help him guard his stolen princess.

And as if Malkil doesn't have enough beastly enemies for you to overcome, the Forest of Elrond holds a few of her own.

Most of the creatures can be cut down by your mighty Brightsword. But many will require special weaponry or magic. You will have to remember which monsters succumb to which weapons.



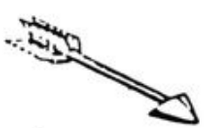
The *Enemy's Black Magic Power* indicator on the screen, will give you clues as to how hard a given enemy will be to beat. The higher the *Enemy's Black Magic Power* reading, the more hits — and the stronger the weapons — you'll need to defeat the enemy.

Here's a listing of many of the enemies and hazards you'll encounter. And yet, there are so many, it would take a great tome to list them *all*.

Spider

Queen Spider

Eagle



Arrow

Werewolf

Skeleton Changeling

Bones

Rock Face

Evil Goblin

Fire Spout

Baby Vampire

Deadly Bat

Vampire Bat

Fly

Demon Skull

Hornet

Evil Ghost

Ghost

Souls

Bullet

Acid

Lightning

Wizard

Snake

Death Globe

Skeleton's Small Bone

Red Devil

Winged Goblin

Rock Pillar Beast

Skeleton's Big Bone

Hornet's Nest

Acorn

Skull Hive

Guardian

Jr.Rock Face

Wizard's Fireball

Skeleton's Medium Bone

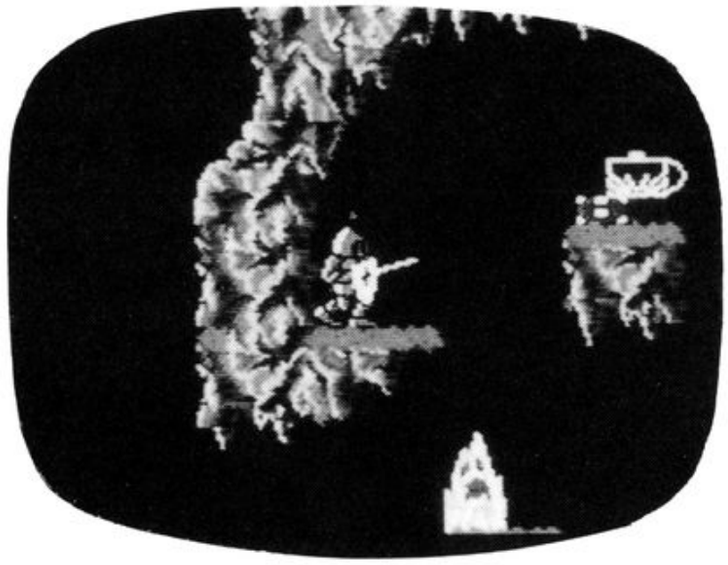
Ant

Prickly End

Bomb

THE WARRIOR'S WHITE MAGIC

The powers of goodness and truth are on your side. For the woods and even the caverns and castle are filled with magic chests, magic potions and special objects to help you along the way.



There are also gems, coins and other valuables you will collect. And acorns and torches that conceal bonus objects. There is even food (hunks of meat) — to add to your always depleting life force.

Try to pick up everything you can. And, most of all, try to use everything you pick up. Because on this magical quest, you're going to need all the help you can get.

Most weaponry and magical items will be replaced when you pick up a new item. However, some items, once found, can be carried constantly. They are:

The Dagger of Throwing
Axe
Shield of Protection
Feather of Feather Fall
Potion of Levitation

Here's a listing of the items you will discover along the way. Some are magical. Others are just plain practical. But they are all here to help you. So make good use of them.

Chests

You'll notice chests of three different colors: red, blue and purple. Each chest contains weapons,

wealth or magical items. But to get inside each chest you need the key whose color matches that of the chest. Or else you need the *Boots of Force.*

Since many items replace items you are carrying, there are times when you'll want to leave certain chests unopened — so that you can hang on to certain items of value.

Doors

Like chests, they are either red, blue or purple. And like chests, they need the right color key to open them.

Keys

You'll find them in three different colors. To help you open doors and chests of the same colors.

Boots of Force

These can be used instead of keys to open chests, doors and other places.

Potions

These also come in three different colors. And each color gives you a different type of power. For a limited amount of time.

RED POTION: Invulnerability
BLUE POTION: Extra Speed
PURPLE POTION: Extra Jump Height

Gems

Collect as many of these as possible. Because if you don't have enough of them, you won't be

able to bribe the monsters who guard each new level.

Red Gems

Worth double what purple gems are worth.

Acorn and Torch

Both of these conceal Bonus Objects.

Shield

Helps protect you against enemies.

Potion of Levitation

Allows you to float to the surface.

Dagger of Throwing

It's one of your most important weapons. Because it's quite deadly and comes back to you every time you throw it. It's available early on. So don't miss it.

Axe of Igor

When your Brightsword just isn't enough.

Feather of Feather Fall

This gives you a slow controlled descent — which allows you to stop at certain places on the way down.

Wand of Wonder

It's far-reaching ice rays freezes everything in its path.

Staff of Power

Spits out balls of deadly fire.

Cloak of Darkness

Hides you from the monsters.

Boots of Lava Walk

Lets you walk on lava, columns of fire and over other places that are too hot to handle.

Small & Large Coins

To earn extra points. Naturally, large coins are worth more points than small coins.

Exploding Egg

Fling it. Watch it destroy everything on the screen.

Alarm Clock

This clever little device freezes all enemies until the alarm sounds. So make good use of its time.

Scroll

This shows you the map for a few seconds. Look fast!

Small Knife

Makes your throwing weapon go farther.

Valuable Items

The following items, though not used in travel or in battle are worth valuable points:

The Orb 10,000 points

The Chalice 10,000 points

The Treasure Hoard 20,000 points

Damsels in Distress

Inside the castle, you will find several kidnapped maidens. Which proves that the princess isn't the first that Malkil has kidnapped. Rescuing each damsel will earn you many points.

First Damsel	50,000 points
Esmarelda	100,000 points
Galadriel	200,000 points
Grizelda	300,000 points
Penelope	400,000 points

THE MANY LIVES OF KUROS

Kuros begins the game with three lives. And each life starts with 12 life force units. But time and the trials of travel and battle take their toll. Sometimes, all too quickly. And when all the energy from one life has been drained, Kuros must start a new life.

Though the life force drains on its own with the passage of time, certain factors, like a one-on-one encounter with the enemy, will make it drain at a much faster rate.

When all three lives have been used up, you can either start with three *new* lives from the level in which you lost your last life — keeping the items and wealth you have collected, but losing your points. *Or* you can start over from the beginning.

TO INCREASE YOUR LIFE FORCE — Look for — and pick up — food (meat) randomly scattered throughout the kingdom.

TO START OVER FROM THE BEGINNING OF THE LAST SCREEN YOU WERE IN — Press ANY BUTTON within 5 seconds after you've lost all your life force.

TO START OVER FROM THE BEGINNING OF THE GAME — Wait for more than 10 seconds and press the START BUTTON.

POINTS TO CONSIDER

The points you earn for catching certain items and defeating different enemies are added together to produce your final score.

Here's what earns what:

ITEM	*POINTS*
Spider	100
Queen Spider	20,000
Death Globe	200
Acorn	500
Eagles	65-200
Red Devil	400
Arrow	400
Winged Goblin	300
Werewolf	500
Skull Hive	It's indestructible
Bones	300
Skeleton Changeling	50,000

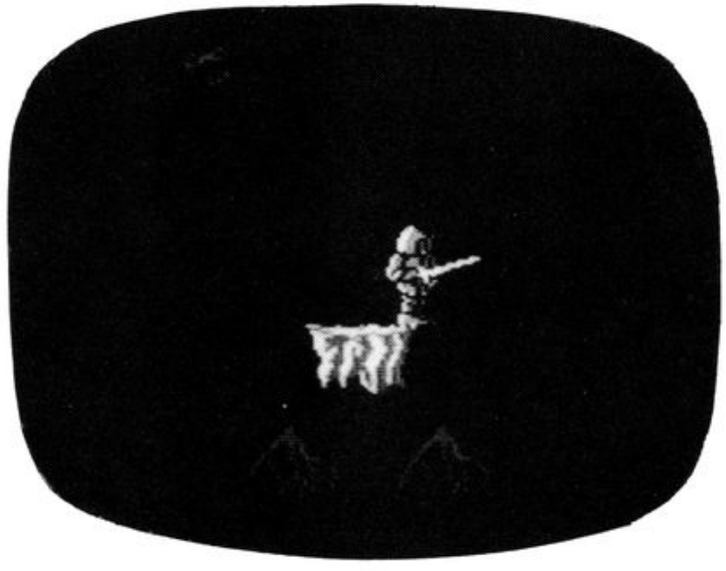
ITEM	POINTS
Guardian	It's indestructible
Bomb	75
Rock Face	20,000
Rock Pillar Beast	It's indestructible
Evil Goblins	200-500
Hornet's Nest	It's indestructible
Fire Spout	It's indestructible
Prickly End	It's indestructible
Baby Vampire	25
Skeleton's Big Bone	50
Deadly Bat	100
Ant	25
Vampire Bat	20,000
Wizard's Fireball	0
Fly	25
Demon Skull	20,000
Hornet	25
Evil Ghost	20,000
Ghost	25
Souls	100-1000
Bullet	35
Acid	It's indestructible
Lightning	50
Skeleton's Small Bone	50
Skeleton's Medium Bone	50
Jr. Rock Face	65
Gems	100-200

ITEM	POINTS
Snake	500
Torch	500
Coins	200 or more
Potions	500
Exploding Egg	500
Alarm Clock	500
Scroll	1,000
Small Knife	100
Small Axe	200
Chest	1,000
Shield	1,000
Potion of Levitation	1,000
Dagger of Throwing	1,000
Axe of Agor	1,000
Feather of Feather Fall	1,000
Wand of Wonder	1,000
Staff of Power	1,000
Orb	10,000
Chalice	10,000
Treasure Hoard	5,000
Keys	200
Food	500
Cloak of Darkness	1,000
Boots of Lava Walk	1,000
Boots of Force	1,000
Wizard	50,000

SPECIAL TIPS

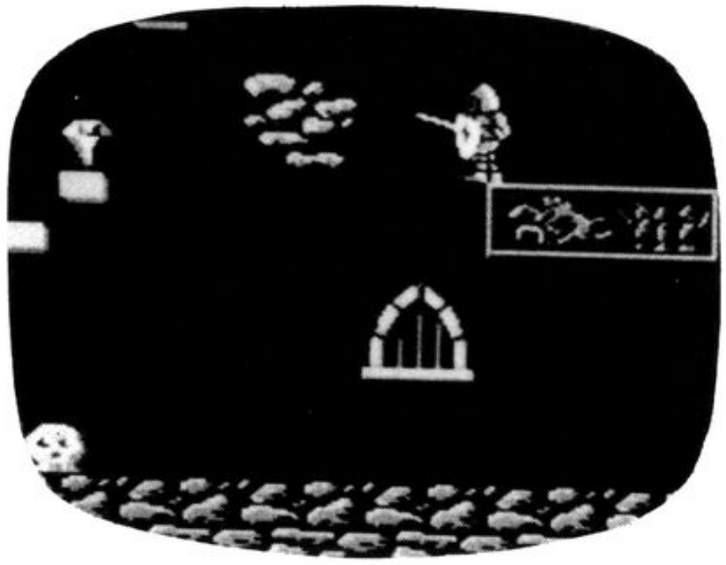
- Remember to leave no corner unexplored, no stone unturned and nothing left behind. Because you're going to need all the weapons, magic and special items you can get your hands on.

- When jumping, remember: you can bounce off stationary as well as moving objects. But when jumping off an enemy, use him strictly as a springboard. Because if you linger too long, you'll use up valuable life force energy.



- To progress to each new level, you need to have collected a certain number of gems. If you find it repeatedly impossible to get through to a new level, it may be that you haven't ever collected enough gems.

- When exploring the castle, don't be surprised if you find that the princess is not the *only* beautiful young maiden the evil Malkil had kidnapped. You will find he has several other damsels locked away there.



- When you lose a game, and want to start over from the beginning of the last level you were in, press ANY BUTTON within 5 seconds of losing all your life force energy.

- Some caverns and castle rooms are dead ends. So make sure you want to go in before you discover there is no way out.

THE TIME IS UPON THEE

She's waiting. And time is short.

You are Kuros, the only knight warrior strong enough in body and spirit to take on the treacherous Wizard Malkil. You're the only one who knows enough about the inner forests, about magic keys and special potions, and about conquering evil.

So don't wait any longer. The power lies within the strength of your hands and the purity of your soul.

Only you have magic strong enough to counter the blackness of Malkil's powers. So only you can overcome the darkness and bring the princess back to the throne.

Onward, Kuros!

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- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES Into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402 Stock No. 004-000-00345-4.

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